

Tiny AudioManager Version 1.0

Small, simple and efficient Audio manager. Easy to implement in any game.



Key features

- Easy setup.
- Gives you a simple way to handle FX, music and ambient sounds.
- Have all the audio clips in one place in the inspector.
- Fade in and out music.
- Play music and sound effects easy from any script.
- Ability to randomly play FX audio clips.
- Demo scene included.
- A PDF documentation included.

Easy setup

Drag the audiomanager prefab to a gameobject.

Populate the Sound, Music and Ambient libraries with audioclips.

To play audioclips from other scripts:

FX Sound

```
AudioManager.Instance.PlaySound2D("clipname"); // Name of the clip
```

```
AudioManager.Instance.PlaySound3D("clipname", Vector3D); // Name of the clip, Vector3Pos
```

Music

```
AudioManager.Instance.PlayMusic("Funky", 0); // Name of the clip, Delay before play
```

```
AudioManager.Instance.StopMusic(); // Stop music source
```

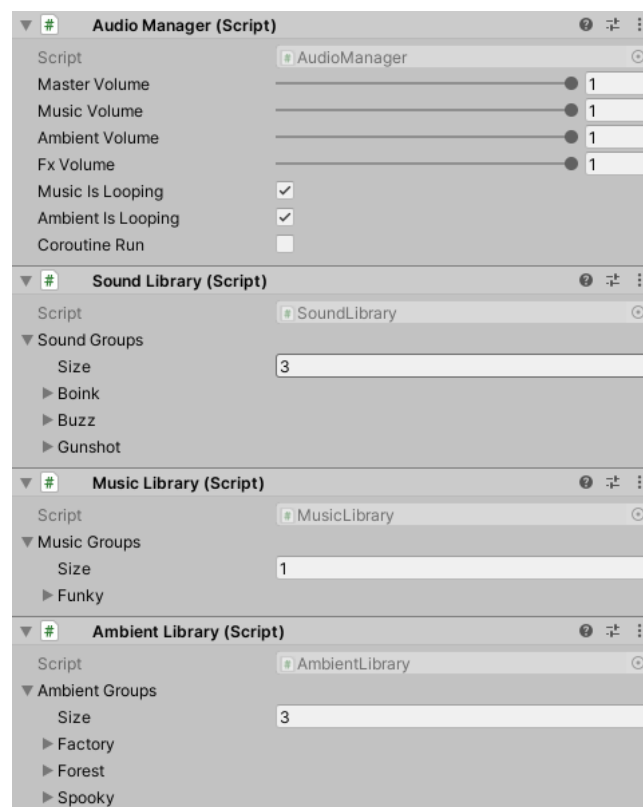
```
StartCoroutine(AudioManager.Instance.PlayMusicFade("clipname", 2f)); // Name of the clip, Fade time
```

```
StartCoroutine(AudioManager.Instance.StopMusicFade(2f)); // Fade time
```

Ambient

```
AudioManager.Instance.PlayAmbient("Factory", 0); // Name of the clip, Delay before play
```

```
AudioManager.Instance.StopAmbient(); // Stop ambient source
```



Have fun!

If you have any further questions, write me an email: and.gus@hotmail.com